```
Point
+ X
+ y
+ Z
+ Point()
+ Point()
+ Point()
+ Point()
+ ~Point()
+ Zero()
+ SetPlusInfinity()
+ SetMinusInfinity()
+ PositiveUnitRandomVector()
+ UnitRandomVector()
and 91 more...
                +mP0
                +mP1
          Segment
  + Segment()
  + Segment()
  + Segment()
  + ~Segment()
  + GetOrigin()
  + ComputeDirection()
  + ComputeDirection()
  + ComputeLength()
  + ComputeSquareLength()
  + SetOriginDirection()
  + ComputePoint()
  + SquareDistance()
  + Distance()
```